

Anthony Argel

Full Stack Developer

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Skills

Frontend: React, Bootstrap, HTML5, CSS3, JavaScript

Backend: Express, MongoDB, MySQL, Node, JavaScript

Miscellaneous: Version control, Linux, Heroku, Firebase, Python, C++, Postman, Java

Personal Projects

[Dungeon Crawler RPG Engine](#)

- A JRPG-inspired engine made using C++ and openframeworks.
- Prioritized planning, documentation, and design patterns to ensure a readable and organized project.
- Cultivated an easy to understand system for easy creation of levels, enemies, players, items, and more.
- Dedicated time to optimizing and increasing performance after each hurdle was overcome.

[InterviewPrep.net](#)

- Designed a question and answer site for job interview questions.
- Documentation and a sequence of hurdles were created to ensure the website was built in an efficient and fast fashion.

[ASMRdb.net](#)

- Designed a community run database.
- Used React and Bootstrap to create a clean, responsive, and easy-to-use user experience.
- Used middleware such as passport (local and jwt) and helmet to secure the site.
- Tested for form security issues using Postman.

[AnthonyArgel.com/blog](#)

- A CMS for myself that can be extended to multiple users if I allow account creation.
- Focused on intuitiveness and readability.

Education

San Jose State University

B.S. Applied Mathematics, Applied and Computational Mathematics concentration